

## **APPEARANCE DETERMINATION USING FRAGMENT REDUCTION**

### **ABSTRACT**

A method for determining the appearance of a pixel includes receiving fragment data for a pixel to be rendered; storing the fragment data; and determining an appearance value for the pixel based on the stored fragment data, wherein a portion of the stored fragment data is dropped when the number of fragment data per pixel exceeds a threshold value enabling large savings in memory footprint without impacting perceivably on the image quality. A graphics processor includes a rasterizer operative to generate fragment data for a pixel to be rendered in response to primitive information; and a render back end circuit, coupled to the rasterizer, operative to determine a pixel appearance value based on the fragment data by dropping the fragment data having the least effect on pixel appearance.